FORWARD

Welcome to MD2 Challenges. The following are a collection of variants and house rules that either I created or was inspired to include from other people's suggestions on how to make MD2 more difficult. While I found my initial pass through MD2 very fun, I only lost 1 game and actually only had to use 1 Lightbringer token during the whole MD1 Prologue Campaign. If I were to continue playing and enjoying this game, it had to become more challenging.

As a design philosophy, the Dungeon Skills Challenge and the Darkness Curses Challenge are two different sides of the same coin. Both are designed to make the game more difficult. Generally, the Dungeon Skills Challenge includes house rules that make the Enemies tougher while the Darkness Curse Challenge weakens the Heroes. There is intentional crossover built into the design of each.

Astute players will notice that there is a separate subsection of Curses called Injuries. Injury Curses are designed to be played independent of, or as a supplement to, the Darkness Curses and rules for doing so are included later in this document. Because not everyone has a copy of Heavenfall and thus has no access to campaign material, I have made every effort to include rules for using a challenge in both One-Shot and Campaign modes.

While a lot of this material has been play tested by me, the material is quite exhaustive, and in no wise should any of this be considered perfectly balanced. The great part about MD2 is that it is, at its heart, a sandbox style game, which allows you to create the game you want to play, how you want to play it. Feel free to bend or break these challenges as you see fit. Or if you prefer, consider them official rules and include them in a manner which seems most logical to you. If however you find that something seems ambiguous or really doesn't work within the framework of the base MD2 rules, let me know and I will change it and update this file accordingly. Have fun!

DUNGEON SKILLS CHALLENGE

<u>One-Shot Mode</u>

At the beginning of the game, before the first round, divide the Dungeon Skill cards into their separate decks by level and shuffle them individually, then set them aside. Draw a level 1 Dungeon Skill and place it in the play area. Unless otherwise noted on the card, all enemies gain the skill indicated on the Dungeon Skill card. Dungeon Skill cards follow all the normal rules for Hero Skill cards as noted in the MD2 rulebook. The effects of Dungeon Skill cards are cumulative. Note that some skills share the same name with an ascending Roman numeral designator. These names are pure flavor and the Dungeon may have skills with the same name but different levels at the same time.

During any Level Up Phase in which the Dungeon Level increased, after Heroes have gained their new skills, draw a Dungeon Skill matching the new Dungeon Level and place it in the play area. All Dungeon Skills are in effect during the entirety of the game and cannot be discarded for any reason.

Campaign Mode

Follow the rules for One-Shot Mode with the following exceptions:

For levels 6-10 instead of drawing a new Dungeon Skill card of the current Dungeon level and adding it to the play area, choose two skills already in play, with a level less than 5, and replace them with a random skill that is one level higher than the replaced skill's respective level. The previous skills are discarded. A new skill cannot in turn be replaced by a higher level skill during the same Level Up Phase.

INJURY CURSES CHALLENGE

One-Shot Mode

The first time each round that a Hero suffers damage from an Enemy attack or ability, draw an Injury Curse card and apply its effect. For Injuries that affect slots on the Hero Dashboard, place the Injury Curse card over the slot and any item in that slot is returned to the Hero's inventory. To discard an Injury card, a Hero may perform the special Mend Action, which becomes available to all Heroes when playing this Mode. A Hero may have multiple Injuries at the same time but any duplicate Injury card they draw which they already have is discarded. Draw a new Injury card instead.

Mend Action: Spend [2] Mana to discard one Injury card from yourself or another Hero in your Zone.

Note on Tinkerer: If the Tinkerer gains an Injury and is wearing the Armored Suit, place the Injury over that slot as normal. That part of the Armor Suit is unavailable for as long as that Injury card is in play.

Campaign Mode

Injury Curses are used the same way in Campaign Mode as in One-Shot Mode. No changes are required.

DARKNESS CURSES CHALLENGE

One-Shot Mode

At the beginning of the game before the first round, shuffle all Darkness Dungeon and Event Curses into a single deck then draw [3] Curse cards and put them face up into play. These effects remain in play for the entire game. When a Hero dies, after a Lightbringer token is expended to bring them back, that Hero may discard 1 Darkness Curse of their choice.

Campaign Mode

At the start of the campaign, before the first round of the first Quest, separate the Dungeon and Event Curses into separate decks and shuffle. Draw [1] Dungeon Curse and [2] Event Curses and put them into play. Whenever the Heroes lose a Quest during the campaign, any one Hero may discard an Event Curse of their choice from play before the next Quest. Whenever the Heroes win a Quest during the campaign, the Heroes draw an Event Curse and put it into play. Event Curses persist from Quest to Quest.

At the end of each Quest, before visiting Town, shuffle all Campaign Curses together into a single deck and draw 1 Campaign Curse and put it into play. It remains in effect during the entire Town phase. At the end of the Town Phase, discard the Campaign Curse card from play.

At the beginning of each subsequent Quest before the first round, the players together may discard a number of items equal to the number of players to discard the current Dungeon Curse from play and draw a new Dungeon Curse and put it into play. This is the only way that Dungeon Curses change during the course of the campaign.

Injury Curse Cards

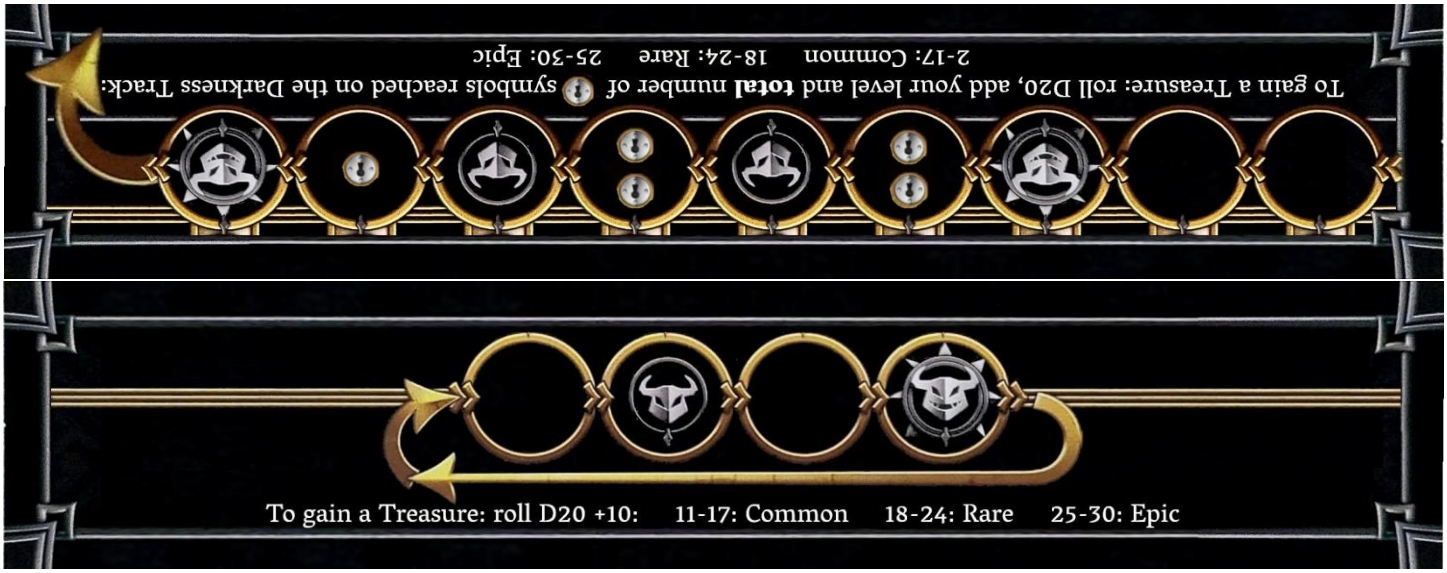
Injury Curses can be incorporated into the Event Curse deck in either One-Shot or Campaign Mode by shuffling [7] Flesh Wound cards into the Event Curse deck at the beginning of the campaign or any game before Curse cards are drawn. When a Flesh Wound card is drawn, discard it and draw a card from the Injury Curse deck and give it to a Hero of the

players' choice. When incorporated into the Event Curse deck this way, either during One-Shot or Campaign Mode, player's lose the ability to perform the Mend Action.

HELL TRACK CHALLENGE

One-Shot Mode

Replace the original Darkness Track with the new Hell Track located below.



UNSTOPPABLE TRACK CHALLENGE

One-Shot Mode

Replace the original Darkness Track with the new Unstoppable Track located below. If you do not have access to the Level 6 Enemies and Monster Items then draw a random Darkness Curse Dungeon card and apply it to all Enemies once the Dungeon reaches Level 6.

Abyssal Armor I

Level 1

Defense: +

Skill

Abyssal Strength

Level 1

Mob miniatures have +1 Health.

Skill

Blood Pact I

Level 1

Combat: +

Skill

Demon Daggers I

Level 1

Attack: +

Skill

Glacial Claws I

Level 1

Attack: (once per round)

Skill

Hatred

Level 1

Attack: Reroll all blank results on

Skill

Hell's Fury

Level 1

Enemy weapons count as Ranged in addition to its type.

Skill

Hell's Wrath

Level 1

Enemy weapons count as Magic in addition to its type.

Skill

Inferno Blades I

Level 1

Attack: (*once per round*)

Skill

Poisonous Mixture I

Level 1

Combat: +1

Skill

Debilitating Weakness I

Level 2

When attacking Enemies, Heroes roll 1 less .

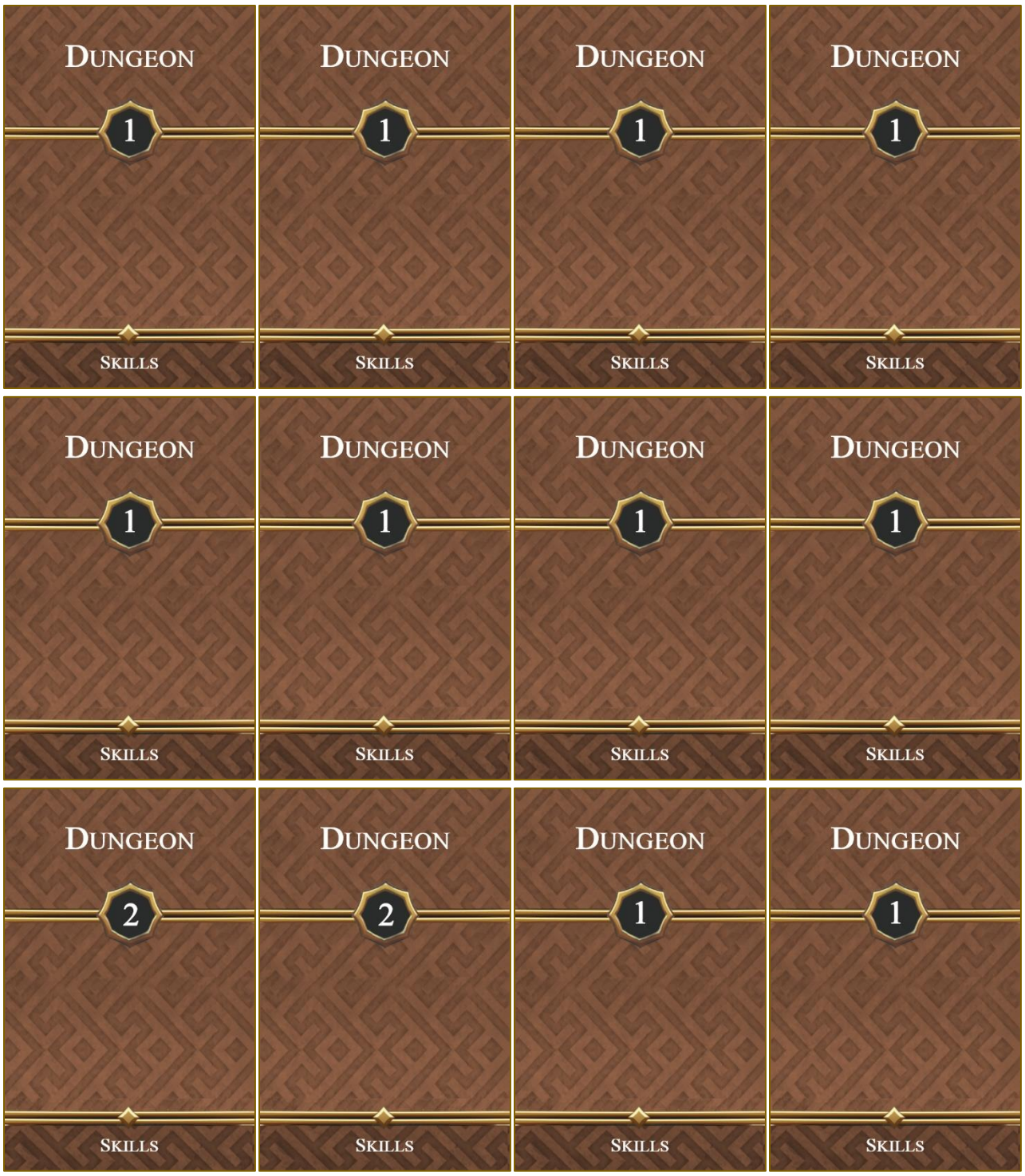
Skill

Demon Blades I

Level 2

Attack: +

Skill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Demon Swords

Level 2

COMBAT: +

SKILL

Hell Syphon

Level 2

Heroes may not use to activate ATTACK abilities this round.

SKILL

Hellish Wind

Level 2

ATTACK : After this attack, move the defending Hero 1 Zone toward this Enemy.

SKILL

Magical Vortex

Level 2

Heroes may not use to activate DEFENSE abilities ths round.

SKILL

Necromantic Energies

Level 2

The first time a Minion is killed in each Mob this round, return it to play at the end of the Hero phase.

SKILL

Pervasive Weakness

Level 2

When attacking Enemies, Heroes roll 1 less .

SKILL

Poisonous Mixture II

Level 2

COMBAT: +

SKILL

Unnatural Speed I

Level 2

When activating, Enemies have +1 Move action.

SKILL

Abyssal Gale

Level 3

ATTACK:

After this attack, move the defending Hero 1 Zone toward the Hero starting space.

SKILL

Blood Pact II

Level 3

COMBAT: +

SKILL

Debilitating Weakness II

Level 3

When attacking Enemies, Heroes roll 1 less .

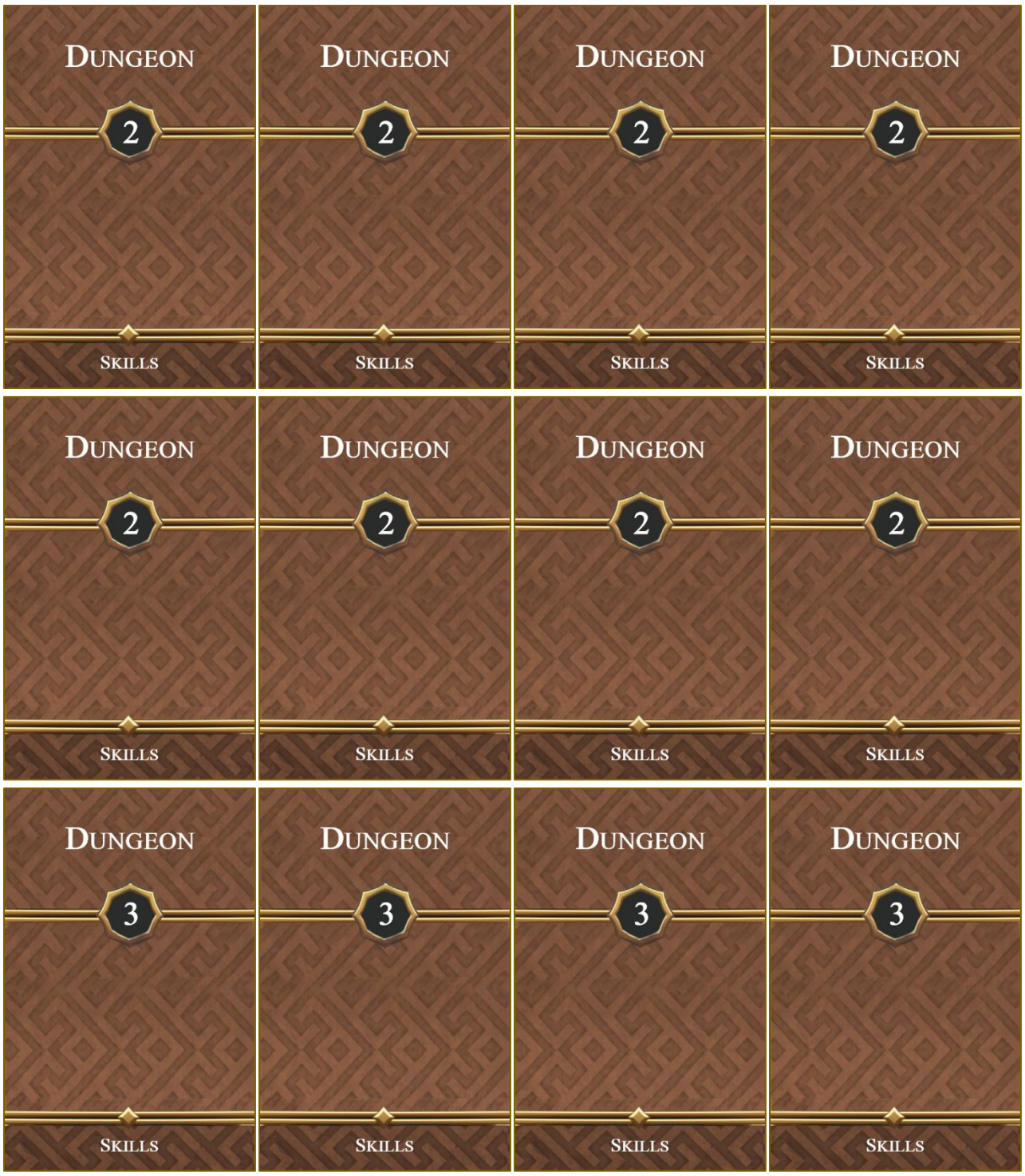
SKILL

Demon Daggers II

Level 3

ATTACK: +

SKILL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Energy Drain

Level 3

Defense:
Attacking Hero loses 1 .

Skill

Glacial Claws II

Level 3

Attack:
(*once per round*).

Skill

Hellish Armor I

Level 3

Defense: +

Skill

Inferno Blades II

Level 3

Attack:
(once per round).

Skill

Shadow Summons

Level 3

Attack: +

: Add 1 Minion to this Mob.
:This Roaming Monster Heals 5

Skill

Slink

Level 3

Combat: After combat, move this Enemy 1 Zone away from the attacking or defending Hero, if possible (once per roll).

Skill

Abyssal Armor II

Level 4

Defense: +

Skill

Abyssal Assault I

Level 4

Attack: Reroll all blank results on Attack dice.

Skill

Abyssal Defense I

Level 4

Defense: Reroll all non-blank results on Attack dice.

Skill

Blood Sacrifice

Level 4

Attack : Kill 1 Minion, then deal 2 Wounds to each Hero in the target Hero's Zone (*once per roll*).

Skill

Debilitating Weakness III

Level 4

When attacking Enemies, Heroes roll 1 less .

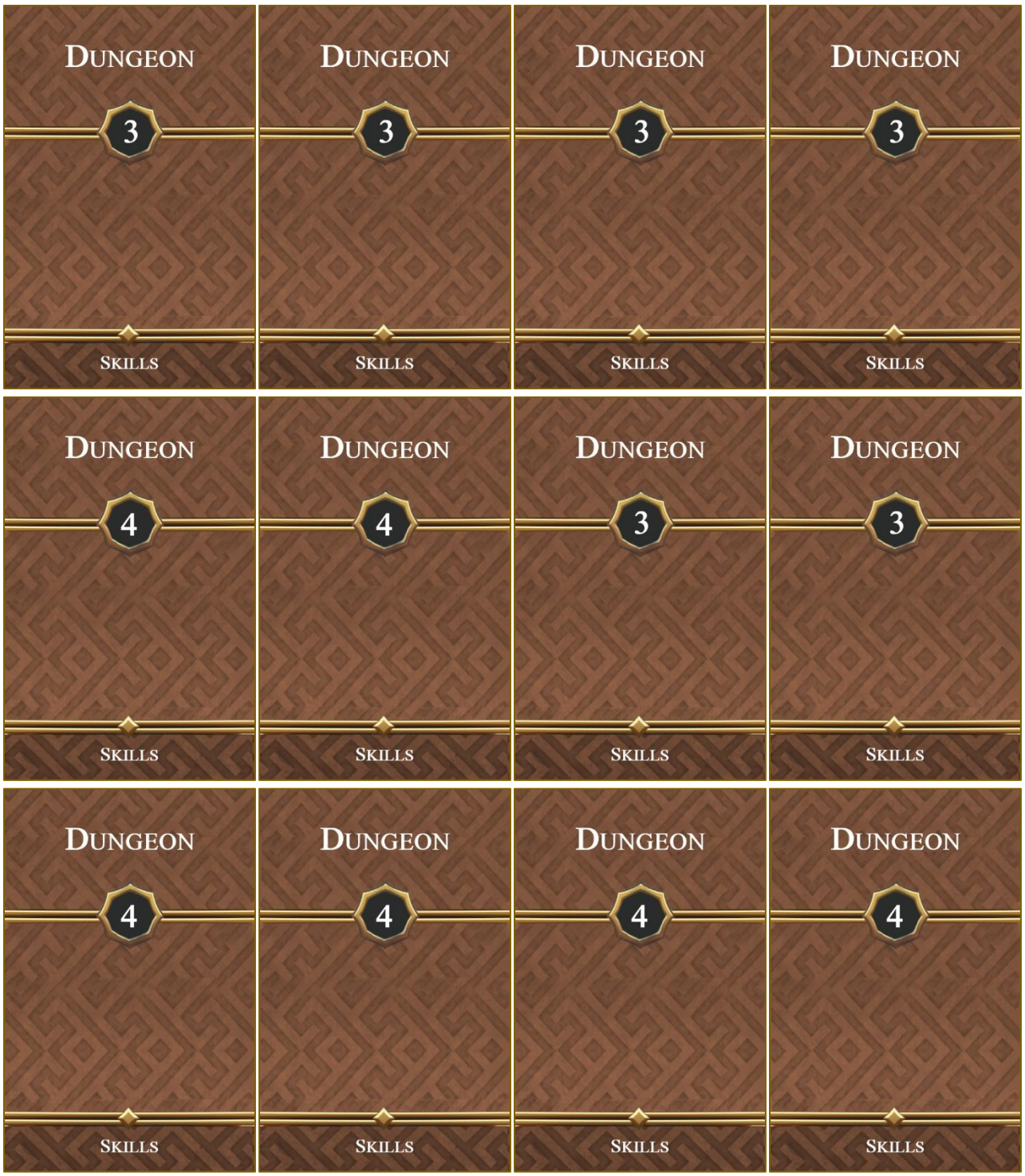
Skill

Hellish Armor II

Level 4

Defense: + ,

Skill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Shadow Assault

Level 4

ATTACK: +

: Double the number of .

SKILL

Shadow Fury

Level 4

ATTACK: +

: After this attack resolves, perform another attack (*once per round*).

SKILL

Shadow Pact

Level 4

Heroes do not roll when attacking this round.

SKILL

Unnatural Speed II

Level 4

When activating, Enemies have +1 Attack action.

SKILL

Abyssal Assault II

Level 5

ATTACK: Reroll all non-blank results on Defense dice.

SKILL

Abyssal Defense II

Level 5

DEFENSE: Reroll all blank results on Defense dice.

SKILL

Demon Daggers III

Level 5

ATTACK: +

SKILL

Glacial Claws III

Level 5

ATTACK: +
(*once per round*).

SKILL

Hellish Armor III

Level 5

DEFENSE: + ,

SKILL

Inferno Blades III

Level 5

ATTACK: +
(*once per round*).

SKILL

Shadow Blades I

Level 5

ATTACK: +

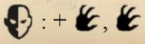
: + ,

SKILL

Shadow Claws

Level 5

ATTACK: +

: + , 

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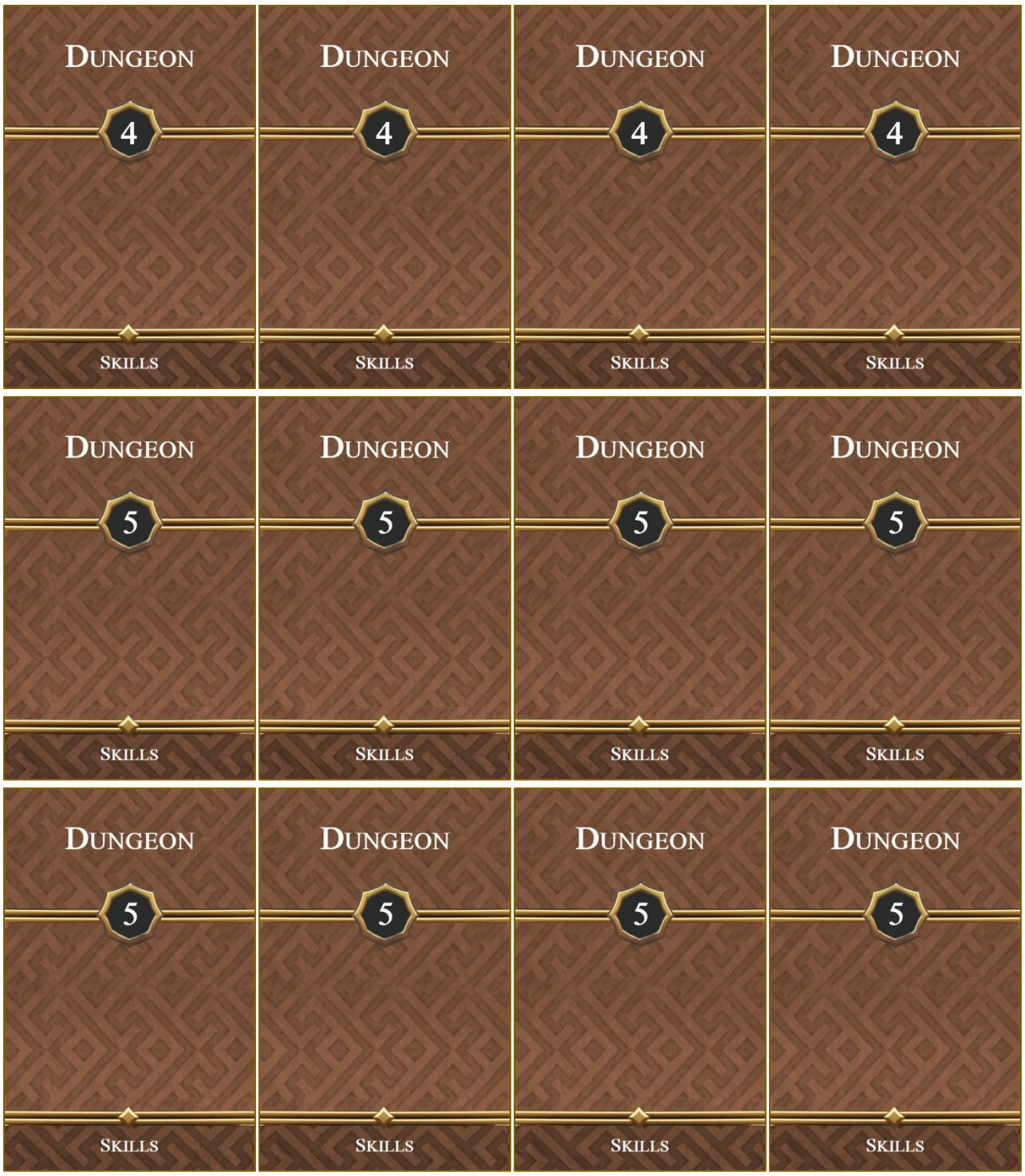
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Shadow Daggers

Level 5

ATTACK: +

: Target Hero -2 Defense Dice.

Skill

Shadow Stab

Level 5

ATTACK: +

: Target Hero -

Skill

Unnatural Speed III

Level 5

When activating, Enemies have +1 action.

Skill

Shadow Blades II

Level 7

ATTACK: +

: +

Skill

Shadow Blades III

Level 9

ATTACK: +

: +

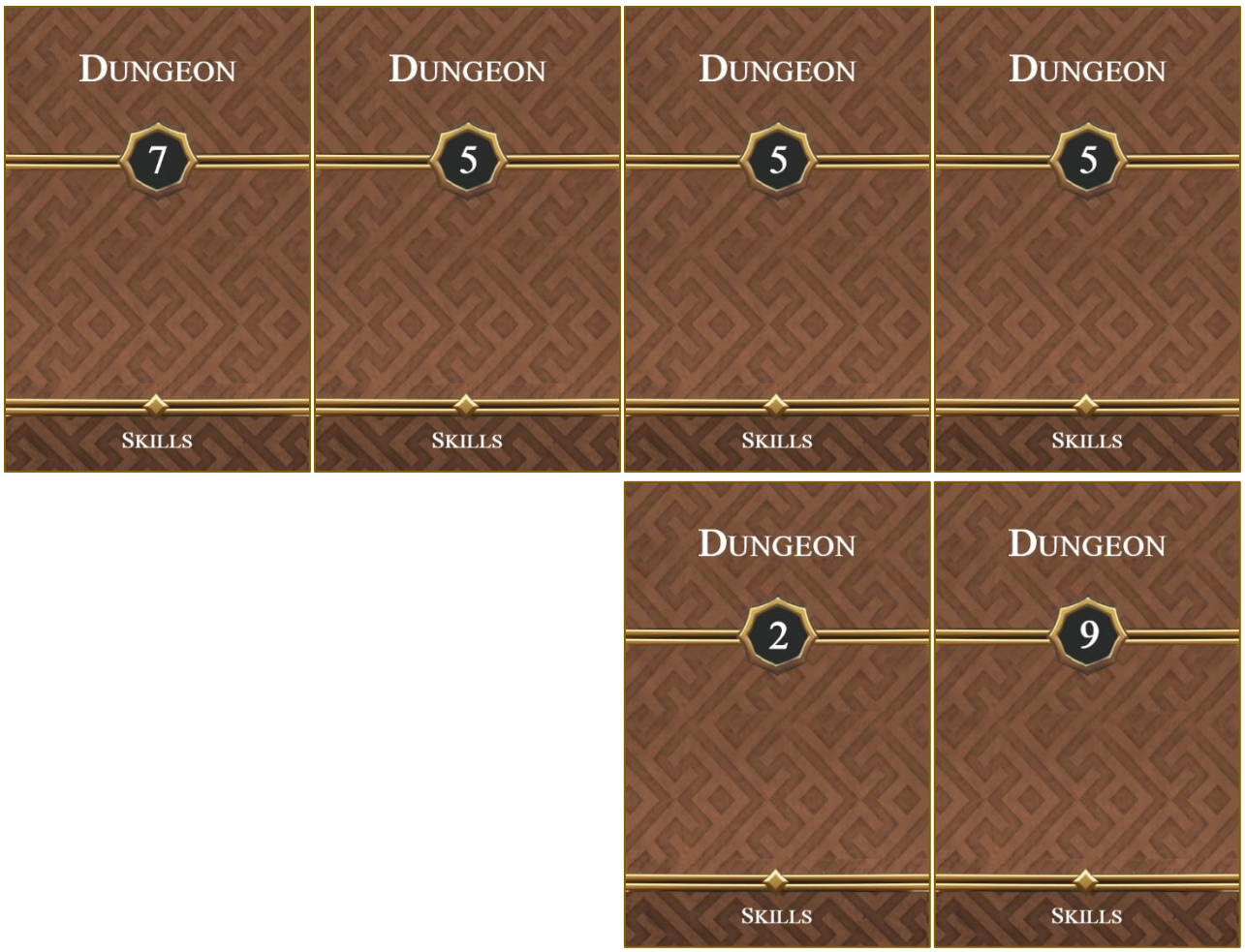
Skill

Pervasive Weakness

Level 2

When attacking Enemies, Heroes roll 1 less .

Skill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Addled Brain

WOUND

Lose the slot.

INJURY

Black Lung

WOUND

Lose the slot.

INJURY

Broken Hand

WOUND

Lose the slot.

INJURY

Crippled Knee

WOUND

Lose the slot.

INJURY

Crushed Shoulder

WOUND

Lose the slot.

INJURY

Skalding Burn

WOUND

Lose the slot.

INJURY

Addled Brain

WOUND

Lose the slot.

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Black Lung

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Lose the slot.

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Broken Hand

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WOUND

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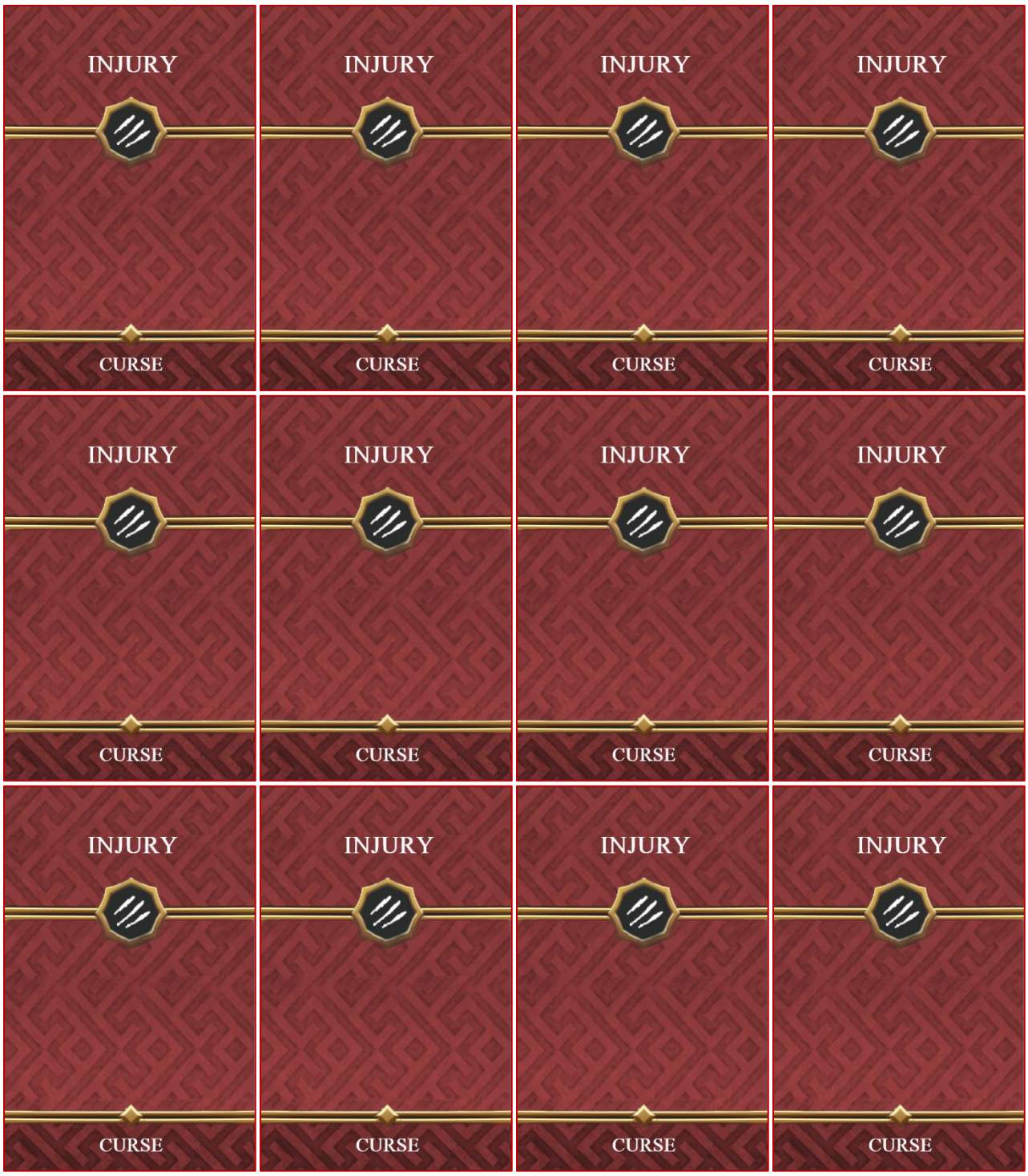
INJURY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Blurred Vision

TRAUMA

Combat: Hero rerolls 1 blank black dice if able.

INJURY

Dazed

TRAUMA

Attack: Hero rerolls 1 non blank attack dice if able.

INJURY

Dulled Relfexes

TRAUMA

Defense: Hero rerolls one non blank defense dice if able.

INJURY

Fatigue

TRAUMA

Hero can only keep 4 items between quests.

INJURY

Lingering Doubt

TRAUMA

At the end of the round, roll . Lose equal to number of .

INJURY

Blood-Stained

TRAUMA

All Enemies have 1 free Move action at the beginning of their activation.

INJURY

Blurred Vision

TRAUMA

Combat: Hero rerolls 1 blank black dice if able.

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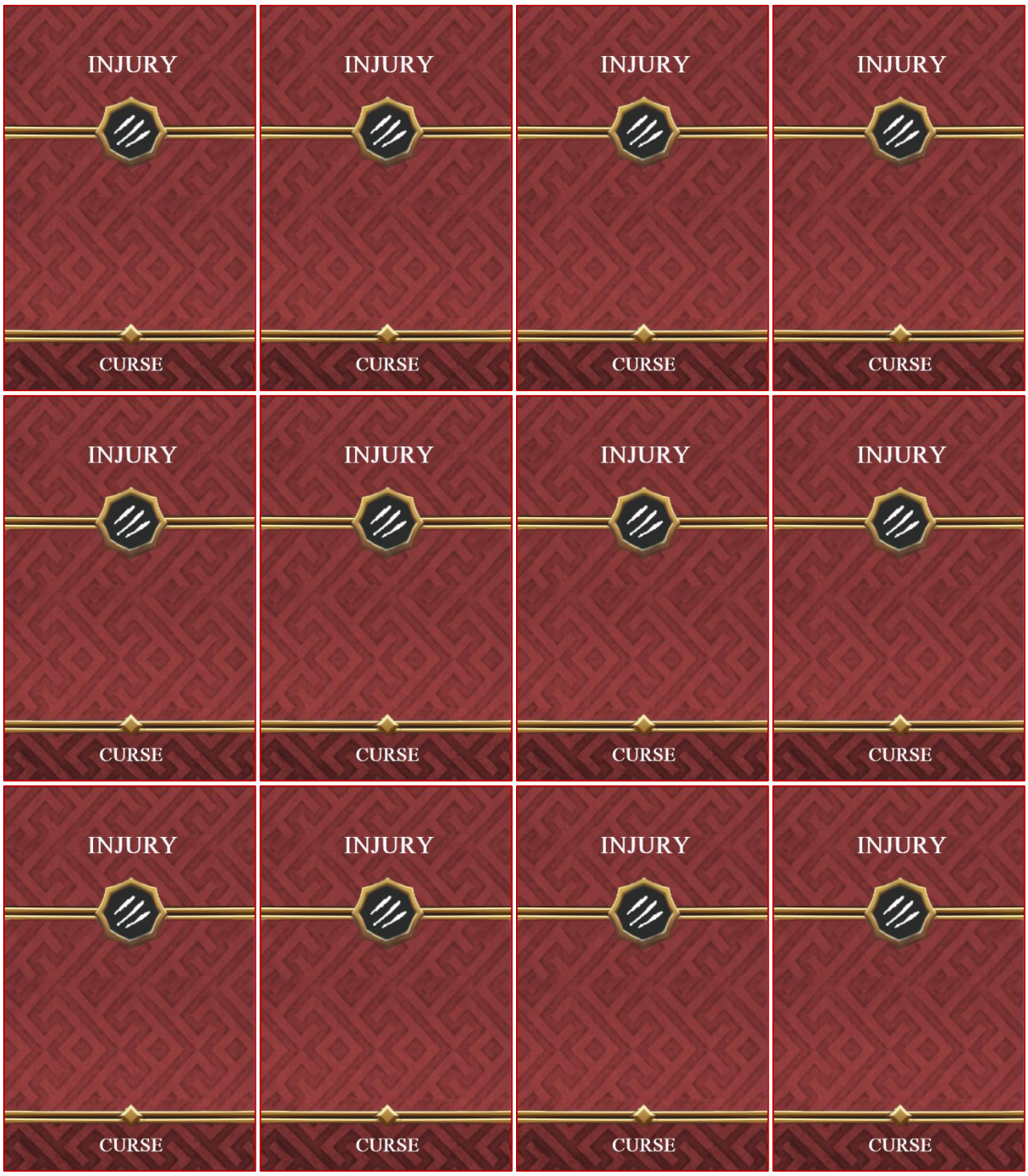
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Arson

CAMPAIGN

The tavern cannot be used.

CURSE

Closed!

CAMPAIGN

The Gambing Alley cannot be used.

CURSE

Demand & Supply

CAMPAIGN

The Blacksmith now charges the following to draw treasure cards:

: 3 Loot tokens

: 9 Loot tokens

: 25 Loot tokens

: 65 Loot tokens

CURSE

No Vacancy

CAMPAIGN

The Heroes may only store 1 card per Hero at the Tavern.

CURSE

Price Hike

CAMPAIGN

The cost to search and draw cards at the Inventor is now:

100

CURSE

Shortage

CAMPAIGN

Triple the cost of potions from the Herbalist.

CURSE

Spoiled Potions

EVENT

Potions give half the normal / . (*rounded up*)

CURSE

Supply & Demand

CAMPAIGN

Item rarities are now worth the following at the Item Exchange:

: 0 Loot tokens

: 2 Loot tokens

: 6 Loot tokens

: 18 Loot tokens

CURSE

Big Trouble

EVENT

Replace one of the starting Mobs spawned during set up with a Roaming Monster.

CURSE

Dangerous

EVENT

All Enemies spawn 1 tier above the current dungeon level.

CURSE

Delayed

EVENT

Advance the Darkness track 1 space before the First Hero Phase of the game.

CURSE

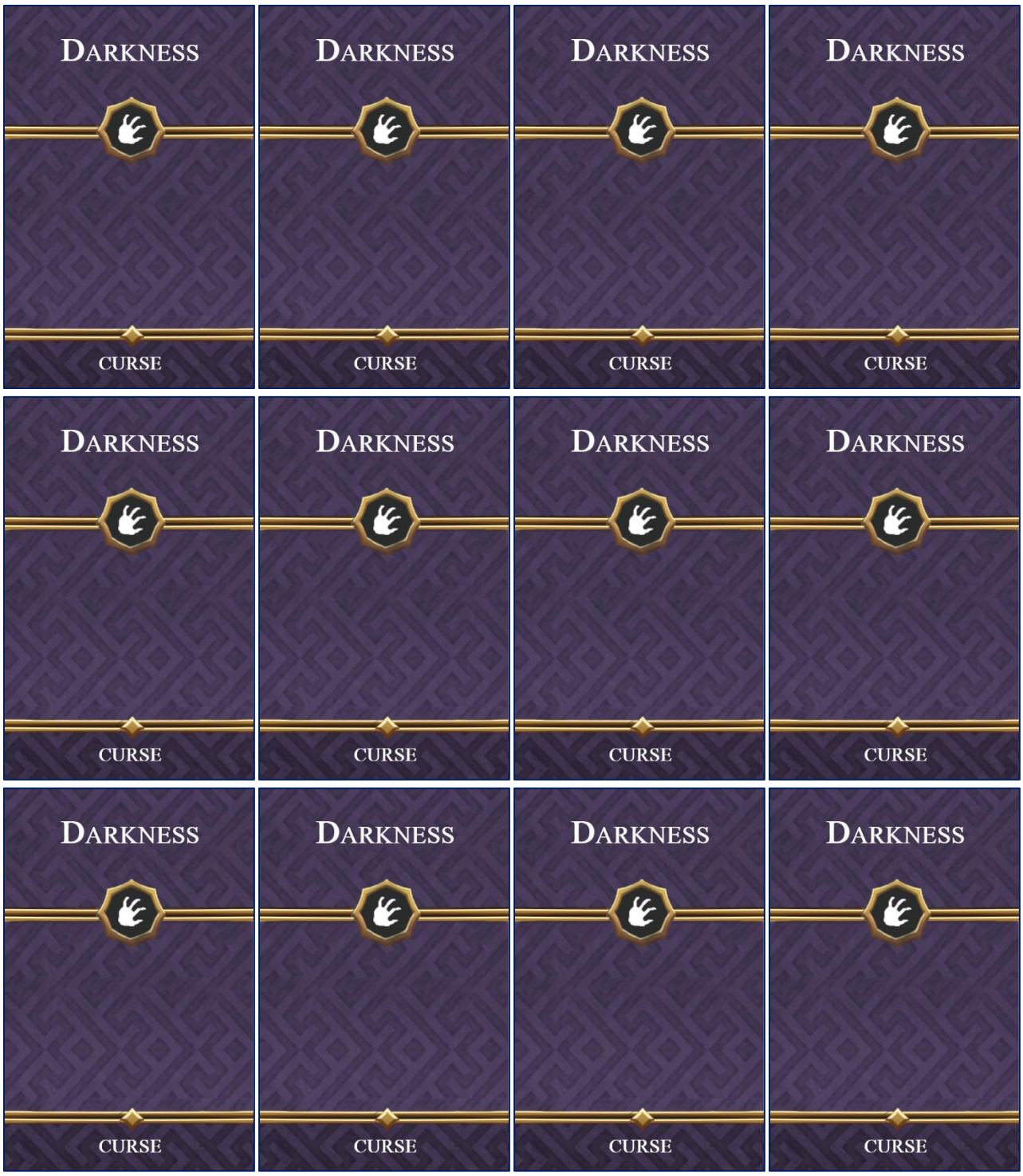
Inexperienced

EVENT

Roaming Monsters only grant 3 XP when killed.

Mob Leaders only grant each Hero 1 XP when killed.

CURSE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Locked

EVENT

All doors require 2 MP to be opened.

CURSE

Reinforcements

EVENT

Mobs spawn with 1 Minion more than the number of Heroes in the game.

CURSE

Shattered

EVENT

Heroes may not interact with Anvils.

CURSE

Specialist

EVENT

Mob leaders roll 1 when all other Minions in its Mob are dead.

CURSE

Tainted Water

EVENT

The Heroes may not interact with Fountains.

CURSE

Freezing

DUNGEON

At the end of its activation, each Hero rolls . On , add 1 to the hero.

CURSE

Gloomy

DUNGEON

suffer -1 .

CURSE

Hazy

DUNGEON

All Hero Ranged Attacks suffer -1 .

CURSE

Murky

DUNGEON

All Hero melee attacks suffer a -1 .

CURSE

Rainbow

DUNGEON

Draw 1 Fluffy Aura card. The Mob Bonus applies to all Mobs during the quest. (*No reward is granted when defeated.*)

CURSE

Scorching

DUNGEON

At the end of its activation, each Hero rolls . On , add 1 to the Hero.

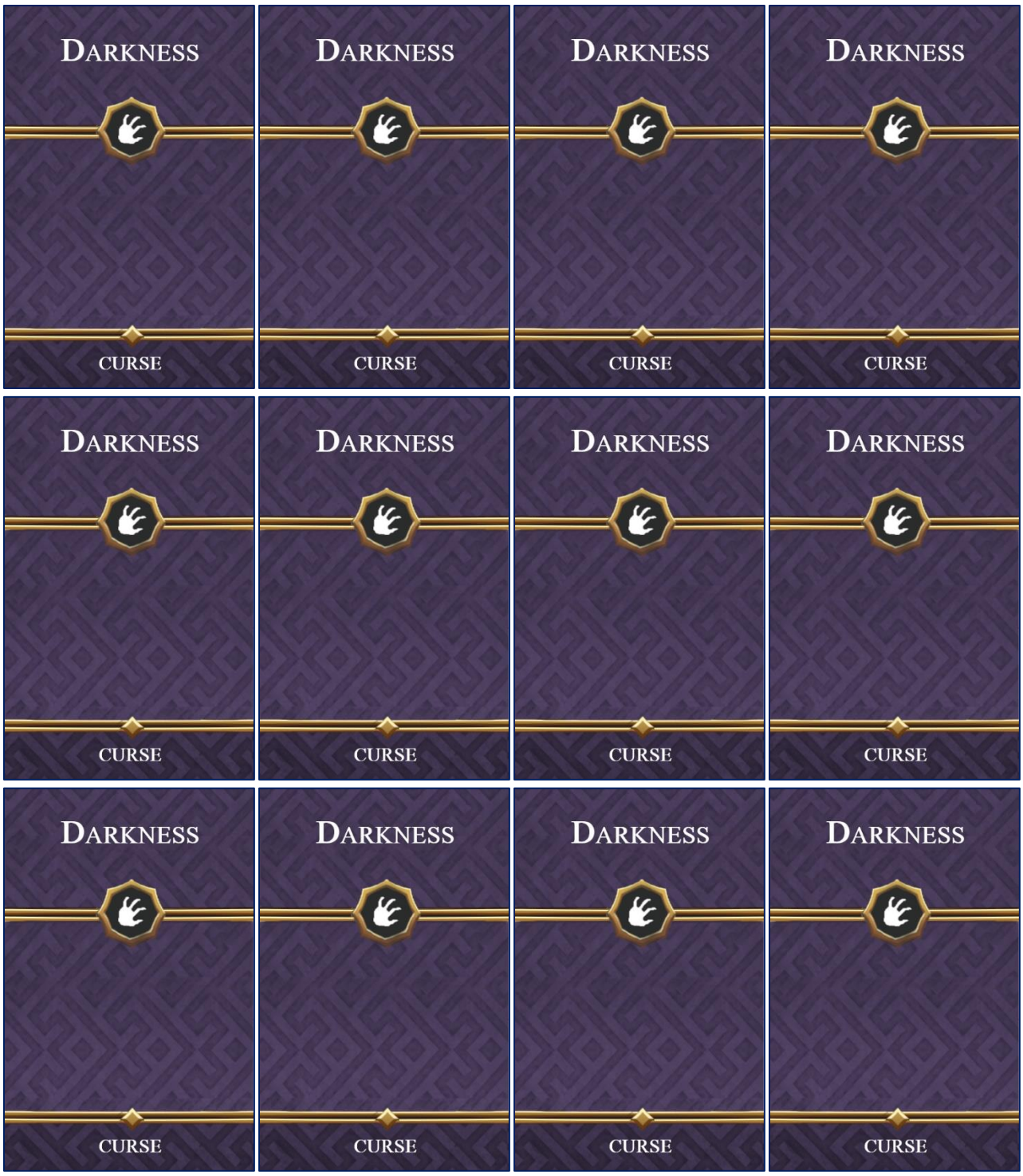
CURSE

Slippery

DUNGEON

Heroes suffer 1 Wound when moving more than 1 space with a Move action.

CURSE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Syphon

DUNGEON

All Hero magic attacks suffer -1 .

CURSE

Viscous

DUNGEON

Heroes cannot immediately equip new items when they pick them up.

CURSE

Vociferous

DUNGEON

The first Recuperate action of each turn only gives 1 / .

CURSE

Blinding

DUNGEON

The first attack action of each Hero turn is always considered in a Light Zone.

CURSE

Booby Trap

DUNGEON

At the beginning of each game, add 3 and 3 to the Treasure Bag. When a Hero draws one of those tokens, add it to the hero.

CURSE

Flesh Wound

INJURY

Draw a Curse card from the Injury deck and give it to any Hero.

CURSE

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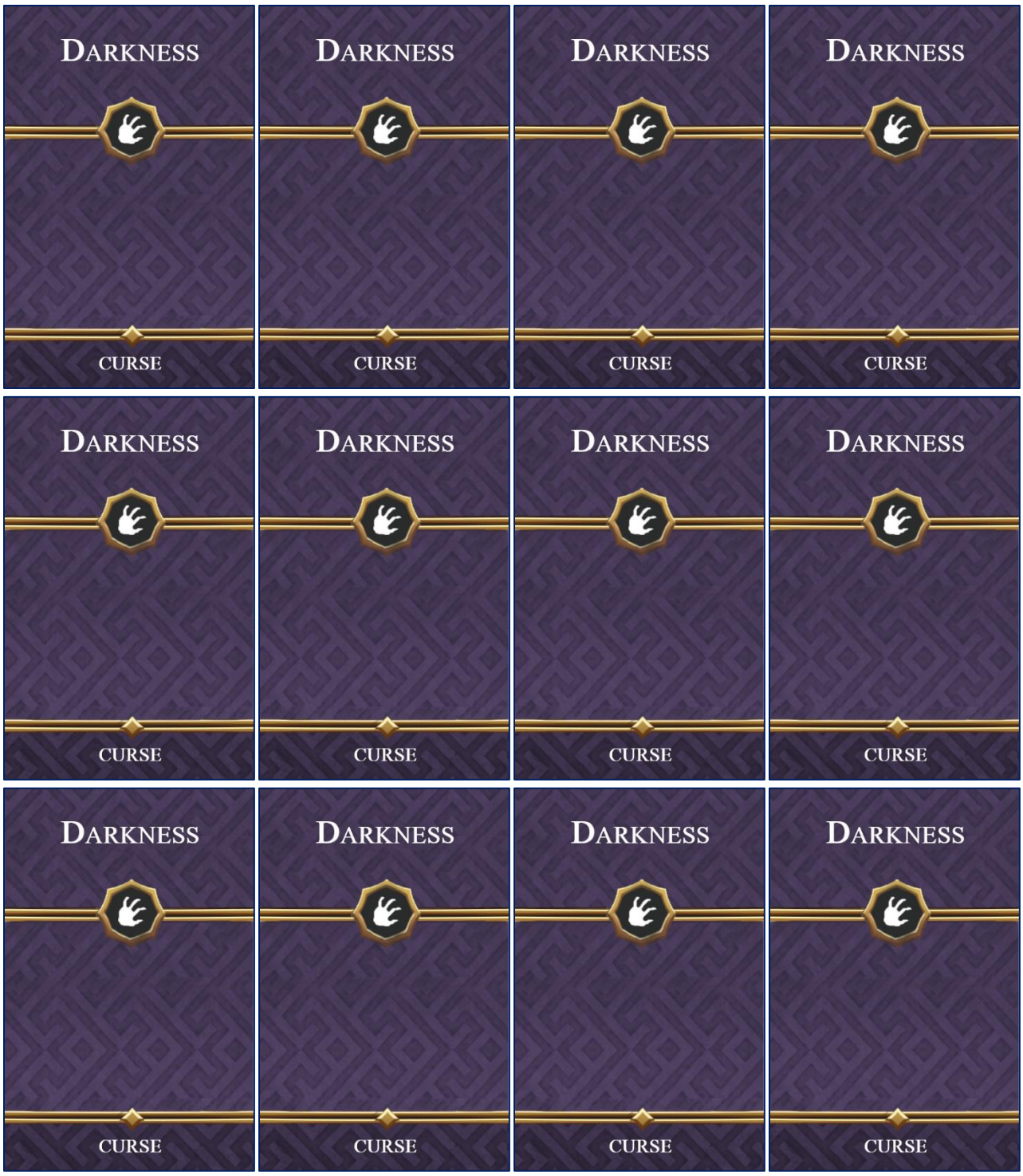
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